## Jake Fagan

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A disastrous cyber-attack would be the ping of death, this type of attack is a DDoS attack or a distributed denial-of-service attack. A denial-of-service attack overwhelms a system's resources so that it cannot respond to service requests and can be an attack on system's resources. The ping of death is when the attacker sends a large packet and is broken into smaller chunks and once the system reassembles the packet it exceeds the maximum byte count and overloads the network and crashes the system. This can be catastrophic because it can crash servers corrupting the data stored on the servers. For example say this happened to visa ( which is very unlikely due to their strict firewall), the server holding all the transaction and credit card information is corrupted, not only is the cardholder at risk of losing money but also may be unable to use their card. The ping of death is prevented by multiple ways. One method is to have a check to make sure when the packets are reassembled it doesn't exceed the maximum byte amount when the packet is reassembled. Another method is creating a memory buffer so there's enough space for the pack to be reassembled without exceeding the maximum byte count.